



**MONOCACY PISTOL CLUB**  
Post Office Box 1377, Frederick, Maryland 21702-1377



# THREE STAGE FALLING STEEL

## General Match Rules

### **General:**

The Three Stage Falling Steel Match is a basic Falling Steel match with two required reloads and no stopper plate.

### **Description:**

The course of fire for the match will be three stages of five (5) reactive steel targets each. The setup of each stage and the targets used is at the discretion of the Match Director. All of the targets will react to handguns firing 9mm ammunition or larger. There is a mandatory reload after completing the first and second stage.

### **Equipment:**

Three magazines/clips/speed loaders holders, depending on type of firearm used, in safe and proper working order. All shooters must wear appropriate hearing and eye protection, and closed toed flat heeled shoes or boots.

### **Definitions:**

Stage - A group of five reactive steel targets.  
Run - Three "Stages".  
Match - Three or more "Runs".

### **Set Up:**

The set up for this match is three stages of five reactive steel targets each, with an obvious separation between each stage. At the firing line, in front of the center, is a firing table.

### **Requirements:**

The individual timing the shooter on line must be an NRA certified Range Safety Officer. The shooter must show enough competence with his choice of firearm(s) to the RSO, that he is able to complete the course of fire in a safe manner.

### **Safety:**

All general range and safety rules of the MPC will apply during this match.

### **Scoring:**

The score for the Run; is the time needed to complete the Run. The total score of the match; is the average time of three of the fastest Runs shot throughout the match.

### **Course of Fire:**

The following are the steps in order, which this match is to be shot. These are also the responsibilities of the RSO and the Shooter during the course of fire.

1. RSO calls the shooter to the line.
2. Shooter comes to the line, (which is in front of the firing table), with an unloaded and holstered or bagged firearm.
3. RSO gives the shooter the command "Load and make ready".
4. Shooter un-holsters and loads his firearm. If the gun is a single action semi-automatic, then the shooter will engage the safety. If it is a double action semi-automatic with no safety, then the shooter will "de-cock" it in order to start in double action.
5. After the shooter's firearm is loaded, then he gets ready by taking a good sight picture and lowering the gun to a point where either the barrel of the gun or his hand is touching the firing table.
6. When ready, the shooter gives the RSO a signal that he is prepared to start.
7. RSO prepares the shooter by announcing, "The shooter is ready", then "Standby".
8. After a brief pause, the RSO engages the audible timer, which gives the shooter the signal to bring up his firearm and engage the targets of the left stage.
9. Once all targets have been engaged and have reacted, the shooter will immediately empty his firearm. (If a revolver, eject all cases and bullets from the cylinder. If a semi-automatic, eject the magazine) then reload, at all times keeping the gun pointed toward the target line and finger outside of the trigger guard.
10. Once reloaded, the shooter will engage the targets of the center stage.
11. Once all targets have been engaged and have reacted, the shooter will immediately empty his firearm. (If a revolver, eject all cases and bullets from the cylinder. If a semi-automatic, eject the magazine) then reload, at all times keeping the gun pointed toward the target line and finger outside of the trigger guard.
12. Once reloaded, the shooter will then engage the targets of the right stage.
13. Once all targets have been engaged and have reacted, the shooter will immediately empty his firearm. (If a revolver, eject all cases and bullets from the cylinder. If a semi-automatic, eject the magazine).
14. Shooter will then show an empty firearm to the RSO, (If a revolver, show the empty cylinder, if a semi-automatic, hold the slide to the rear and show an empty chamber).
15. RSO will announce, "Clear" to the shooter.
16. Shooter will then close the empty cylinder if using a revolver, or close the slide then drop the hammer if using a semi-automatic, and holster or bag the empty firearm.
17. RSO will announce, "The range is clear".

### **Notes:**

The Run time starts at the sound of the audible timer, and ends at the final shot of the run.

A penalty of five seconds will be added to the time of the Run, for each target missed in the Run.

Leave any magazines, clips, or ammunition that fall to the ground. The shooter may recover them, once the range is clear.